



MINI PROJECT
REPORT ON
“Teller Machine System”

SUBMITTED BY

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Teller Machine

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3) INTRODUCTION

We are very glad to introduce our project “ **TELLER MACHINE SYSTEM**”. Now a day each company or organization prefers the computerized paper-work. Definitely the computer system is more reliable than the manual works. The common human errors can be eliminated with the help of system.

An **Teller Machine** is a computerized telecommunications device that provides the customers of a financial institution with access to financial transaction in a public space without the need for a human clerk or bank teller. On most modern ATMs, the customer is identified by inserting a plastic ATM card with a magnetic stripe or a plastic smartcard with a chip that contains a unique card number and some security information.

TMs are known by various other names including automated banking machine, money machine, bank machine, cash machine and Any Time Money in India.

TM card can generally be made in person only, as they require authentication through a personal identification number (PIN).

4) SYSTEM ANALYSIS

Understand the problem before the system to create analysis model
there is a tendency to rush to a solution, even before the problem is understood.

Develop prototypes that enables user to understand how
human/machine interaction will occur.

Use multiple views of requirements building data, functional and
behavioural models provide the software engineer with three
different views

Bank requirements. Tight deadlines may preclude the
implementation of every software requirements to be delivered in the
first increment must be identified.

Work to eliminate ambiguity because most requirements are
described in a natural language, the opportunity for ambiguity
abounds.

4.1) IDENTIFICATION OF NEED

- The proposed system need to maintain all the records in computerized form.
- It is useful to store record systematically & accurately by using this system.
- It is useful to reducing the extra work which maintains the records of book keeping & paper less work.
- We can easily handle data efficiently & effectively.
- The storage space, extra workers, missing files all these possibilities are decreased through this system.
- This system helps to save time & cost spending on documentation.
- With the help of this system ATM card holder can see all the records about his account only at any time efficiently.
- The most important facility provided by this system is that, there is no any possibility of miss any records.
- This system is useful for recording daily transactions done by customers.

4.2) SCOPE OF THE PROJECT

The ATM is used by customers of a bank. Each customer has a customer number and a Personal Identification Number (PIN). As this is software it can be used by a wide variety of banks to automate the process of manually maintaining the records related to the each transaction of bank account holder. The main goal of this application is to provide very reliable & efficient service to bank account holder at any time & any location.

- This system will cover the following modules:-
 1. Cash Withdrawals
 2. Check Available Balance
 3. Mini statements
 4. Transfer Money
 5. Change Teller Machine Pin

5) FEASIBILITY STUDY

Feasibility Study is essential to evaluate cost & benefit of the proposed system. This is very important step because on the basis of this; system decision is taken on whether to proceed or to postpone the project or to cancel the project.

Feasibility study forms the most important phase in the system development life cycle so that the people who are affected by the system benefit from the change.

This involves some very crude estimates of schedules of completion of the proposed system and the cost of the system. It also involves the study of different risks involved in developing the system.

The major areas to consider while determining the feasibility of a system are:-

5.1) TECHNICAL FEASIBILITY:

The Technical Feasibility study always focuses on the existing computer hardware, software and personal. This also includes need for more hardware, software or personal and possibility of procuring or installing such facilities.

5.2) ECONOMICAL FEASIBILITY:

This feasibility is useful to find the system development cost and checks whether it is justifiable. The cost overheads include software and hardware maintenance cost, training costs that includes cost required for manpower, electricity, stationary etc.

The proposed system will provide the right type of information at right time, and in the required format. So the system is economically feasible.

5.3) OPERATIONAL FEASIBILITY:

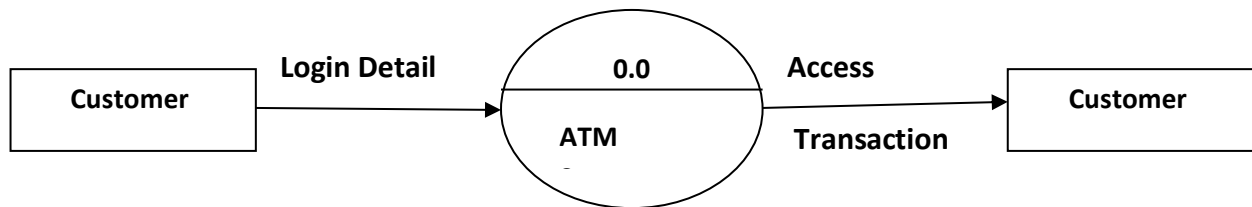
The operation users of the system are expected to have minimum knowledge of computer. The developed system is simple to use, so that the user will be ready to operate the system.

The proposed system is developed using JAVA programming language & Mysql database which is platform independent and user friendly. So the system is operationally feasible

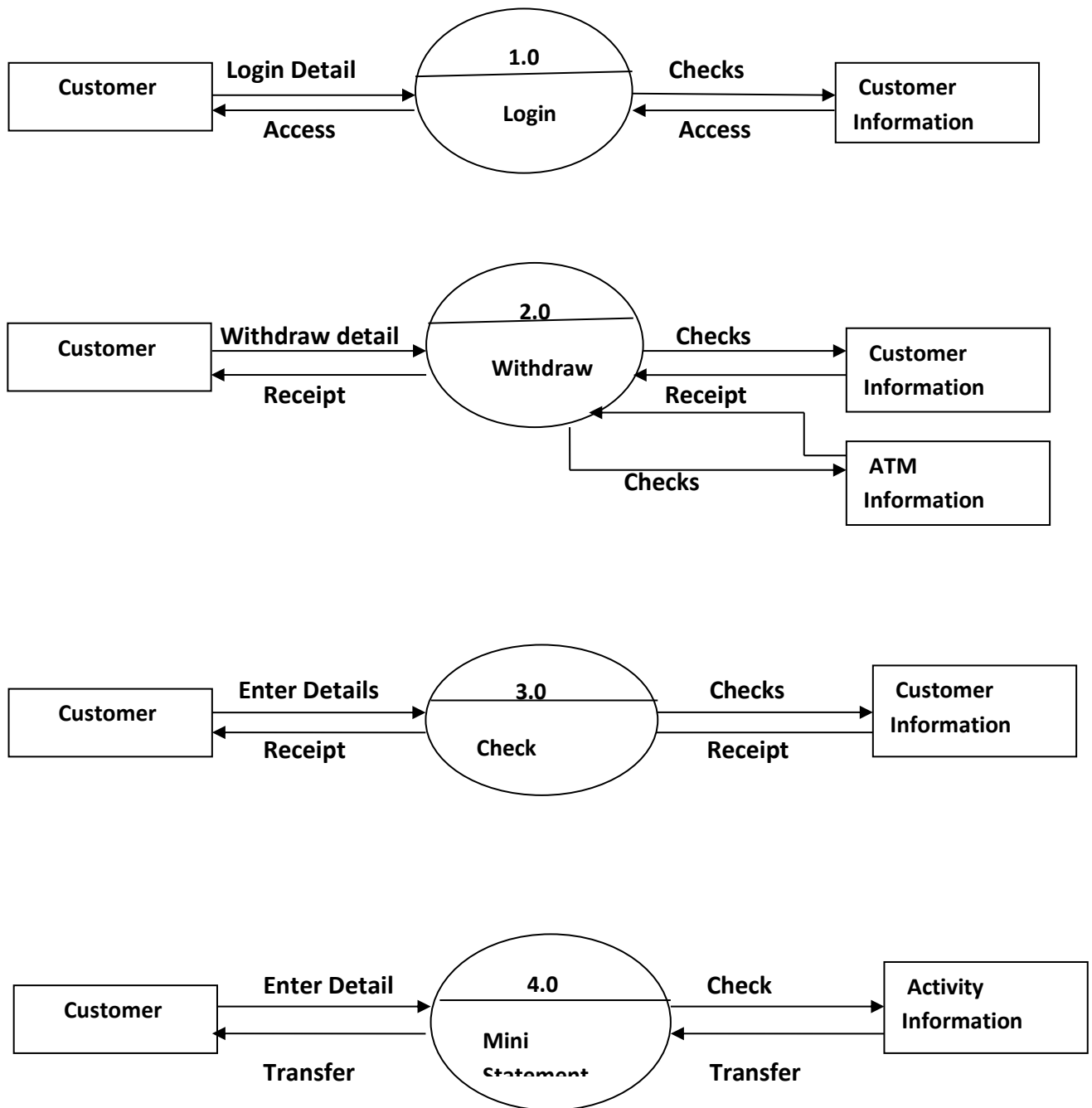
6) DIAGRAM

1) DATA FLOW DIAGRAM (DRD):

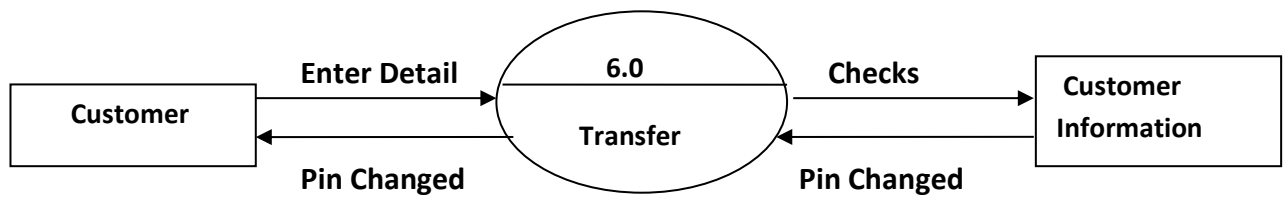
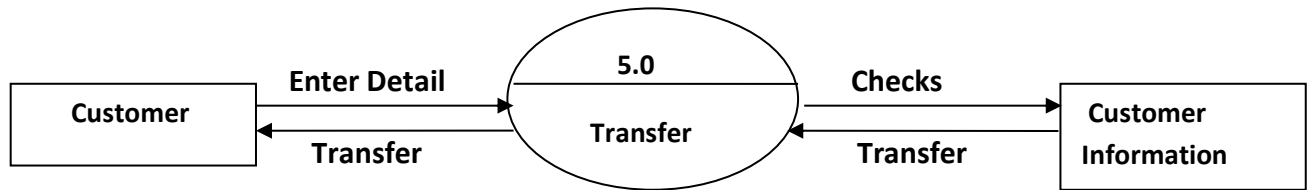
- Context level DFD



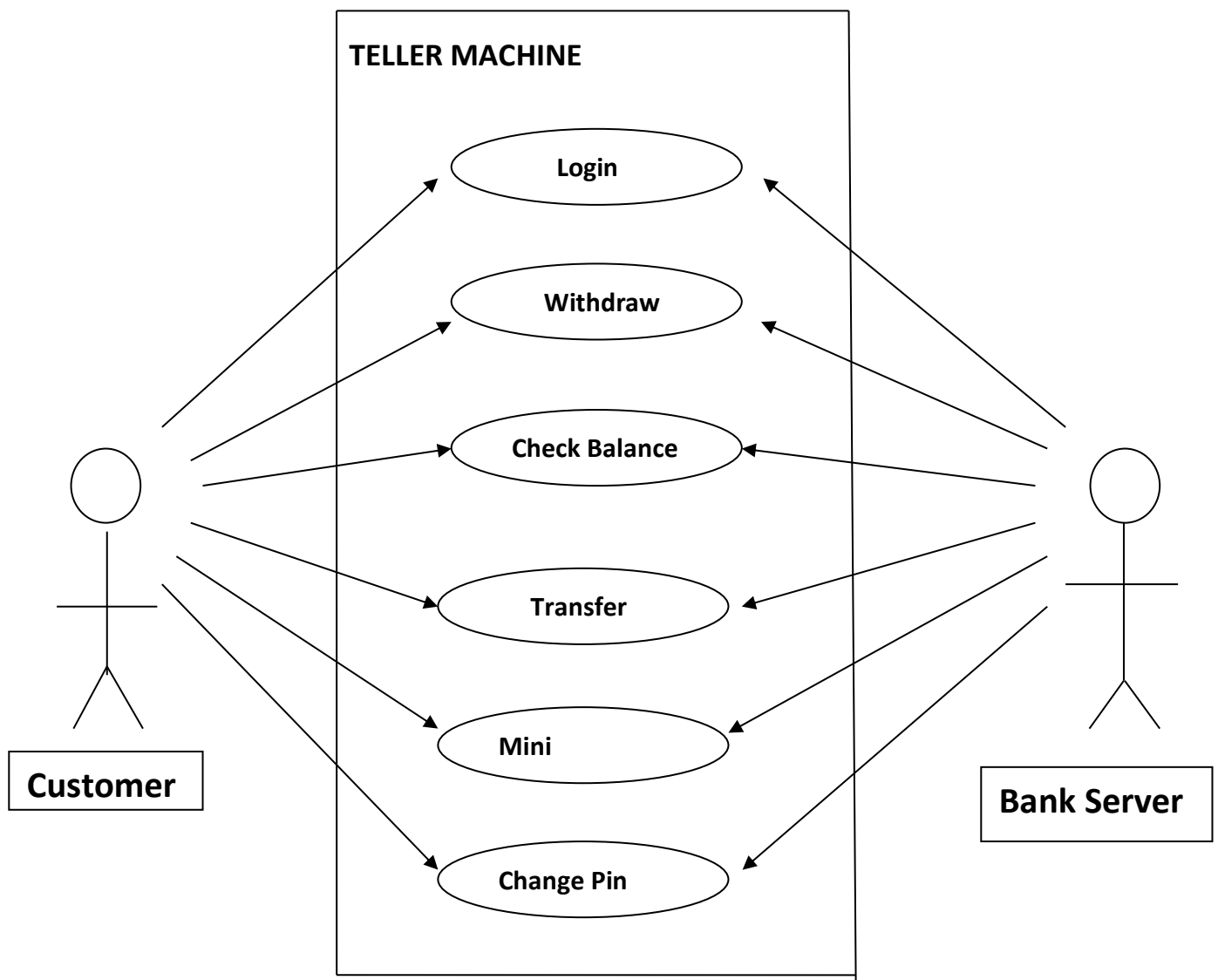
- First Level DFD



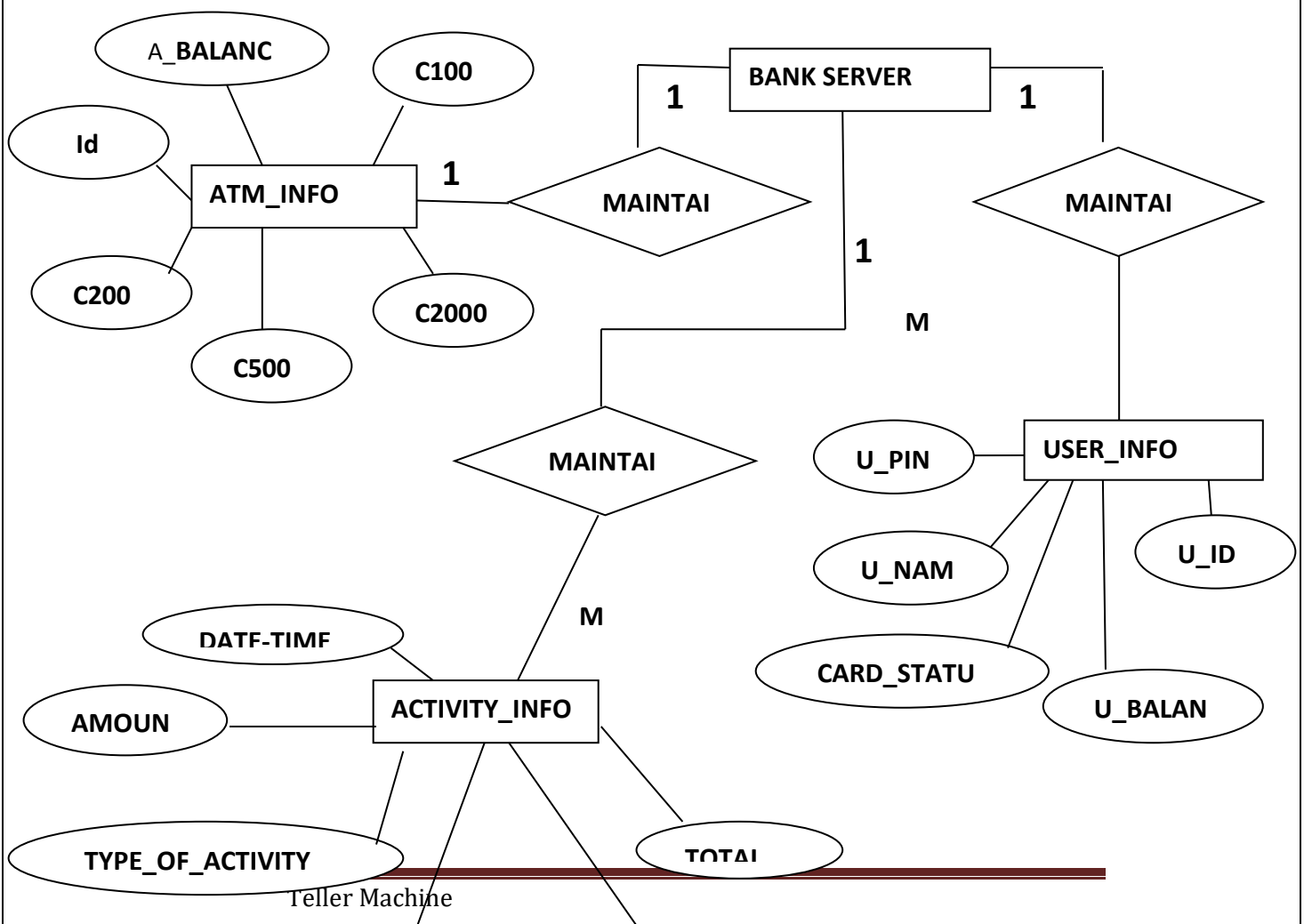
Teller Machine

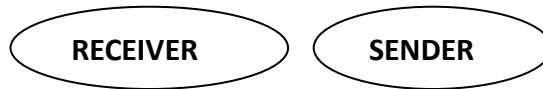


2) USE CASE DIAGRAM:



3) ENTITY RELATIONSHIP DIAGRAM (ERD):





7) S/W & H/W REQUIRMENT SPECIFICATION

SOFTWARE

Language:

- 1) JAVA EE (Stands For Java Enterprise Edition)**
- 2) JSP Servlet**

- **IDE : Eclipse Java EE IDE For Web Developer**
- **IDE Version : Mars Milestone 3(4.5.0M3)**
- **Database : MYSQL (Workbench 8.0)**
- **Database Server : MYSQL Server 8.0**
- **Web Server : Apache Tomcat Server 7**

HARDWARE

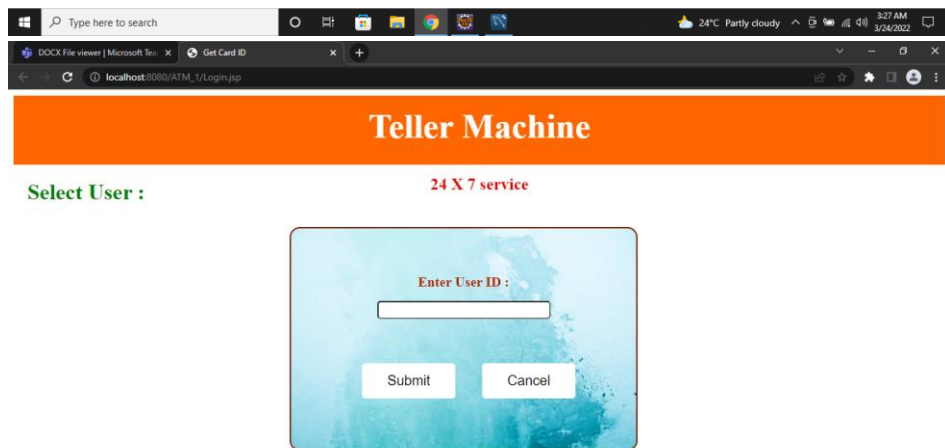
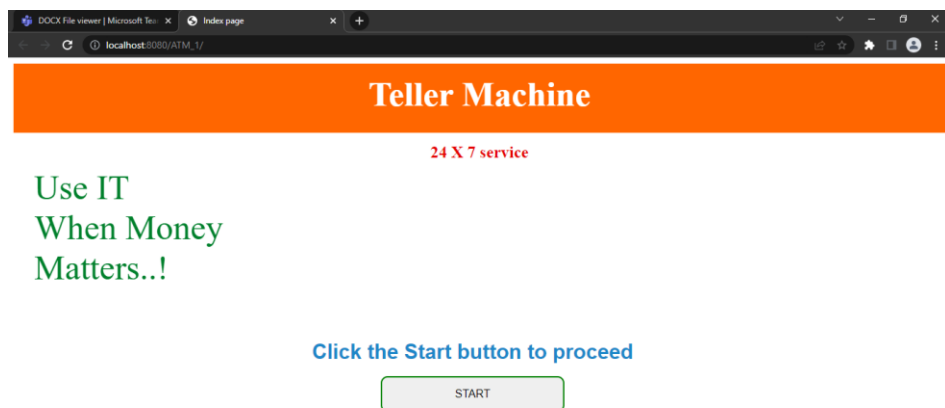
- **Windows 10/8/7**
- **RAM 2/4 GB**
- **ROM 250/520 GB**
- **Monitor: 15" Colour Monitor.**
- **Mouse.**
- **Keyboard.**

8) SYSTEM DESIGN



- An Teller machine is an integral part of our daily lives.
- With this facility, we are relieved of the trouble of visiting the bank each time we want to make a transaction.
- It allows clients to deposit or withdraw money, transfer or make a balance inquiry. Instead of interacting with a cashier, clerk or bank teller, clients can simply request the machine to handle their day's financial transactions.
- Our goal is to design a similar Teller machine that assists card holders with self-service money transactions.

9) SCREEN SHOTS



Teller Machine



DOXX File viewer | Microsoft Tea- x Get Pin x +

localhost:5050/ATM_1/Id_Server?aid=a002

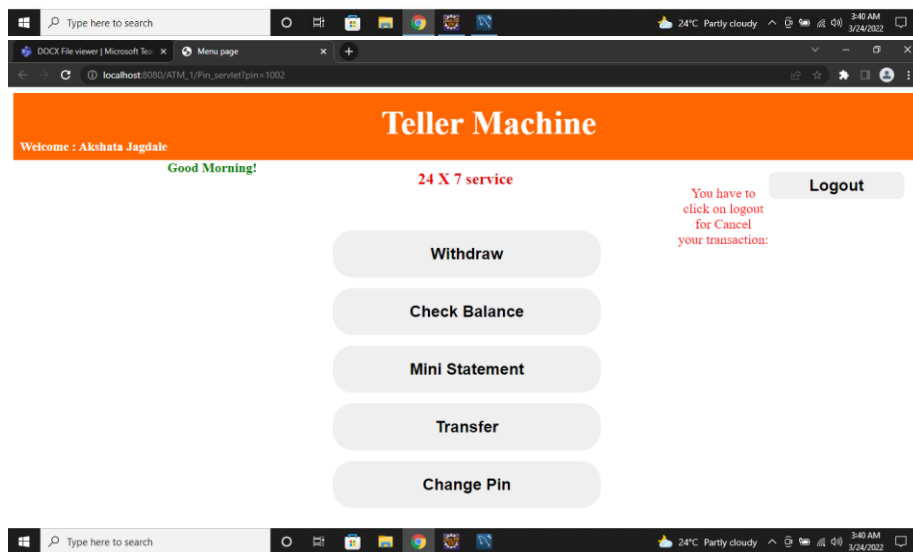
Teller Machine

Enter Pin : 24 X 7 service

Enter Your 4 digit Pin:

Submit Cancel

1	2	3
4	5	6
7	8	9
C	0	*



DOXX File viewer | Microsoft Tea- x Menu page x +

localhost:5050/ATM_1/Pin_serviet?pin=1002

Teller Machine

Welcome : Akshata Jagdale Good Morning! 24 X 7 service

You have to click on logout for Cancel your transaction:

Logout

Withdraw

Check Balance

Mini Statement

Transfer

Change Pin

Withdraw Money

localhost:8080/ATM_1/Withdraw.jsp

Teller Machine

Withdraw : 24 X 7 service

[Back](#)

Enter the amount :

[Clear](#)





[Go](#)

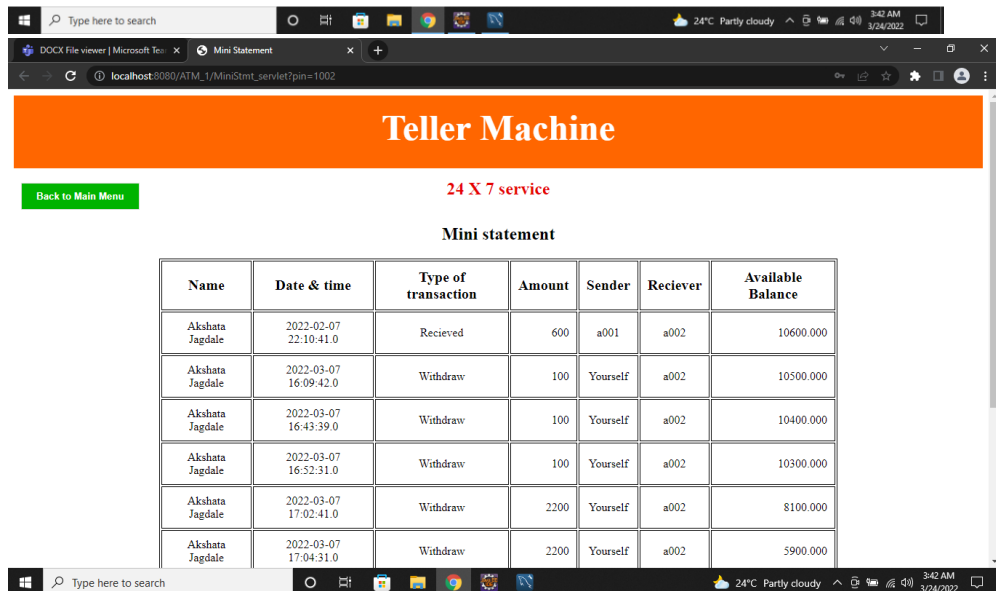
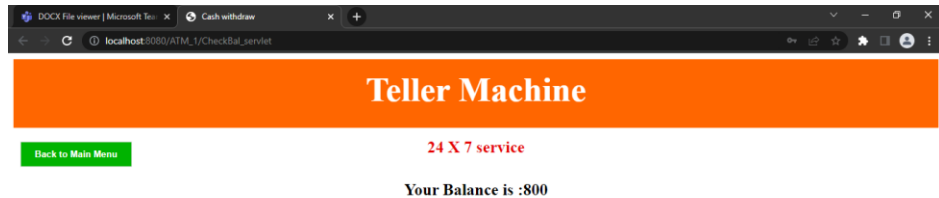
Cash withdraw

localhost:8080/ATM_1/WithdrawServlet?amt=500

[Back to Main Menu](#) 24 X 7 service

Cash Withdraw - : 500 .Rs

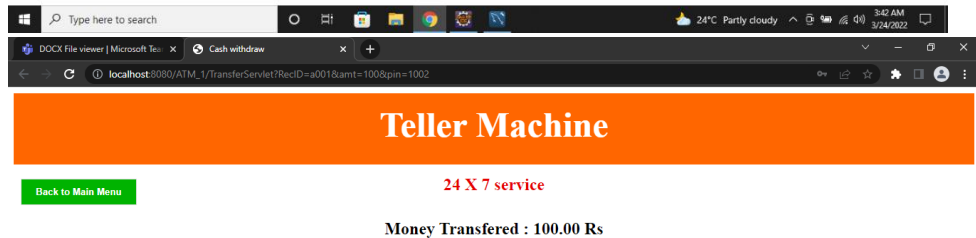
Denominations	
value	Count
	0
	0
	2
	1



Teller Machine



The screenshot shows a web browser window with the address bar displaying 'localhost:8080/ATM_1/TransferMoney.jsp'. The page has an orange header with the text 'Teller Machine'. Below the header, there is a green button labeled 'Transfer Money :'. To the right of this button, the text '24 X 7 service' is displayed in red. The main content area features a light blue box with a white border. Inside this box, there is a green 'Back' button at the top left. Below it, there are three input fields: 'Enter Reciever's ID:', 'Enter the amount :', and 'Enter your Pin :'. At the bottom of the box, there are two green buttons: 'Send' and 'Clear'.



The screenshot shows a web browser window with the address bar displaying 'localhost:8080/ATM_1/TransferServlet?RecID=a001&amt=100&pin=1002'. The page has an orange header with the text 'Teller Machine'. Below the header, there is a green button labeled 'Back to Main Menu'. To the right of this button, the text '24 X 7 service' is displayed in red. Below this, the text 'Money Transfered : 100.00 Rs' is displayed in black.



The screenshot shows a Windows taskbar with the search bar containing 'Type here to search'. The taskbar includes icons for various applications and the system tray on the right shows the date and time as '3:43 AM 3/24/2022'.

DOCX File viewer | Microsoft Te... x Change pin x +

localhost:3080/ATM_1/ChangePin.jsp

Teller Machine

Change PIN : 24 X 7 service

Back

Enter your current PIN :

Enter new PIN :

Confirm new PIN :

Show Pin:

Go Clear

Type here to search

DOCX File viewer | Microsoft Te... x Cash withdraw x +

localhost:3080/ATM_1/ChangePinServlet?pin1=1002&pin2=1003&pin3=1003

Teller Machine

Back to Main Menu 24 X 7 service

Old pin :1002
Pin changed to :1003

Type here to search

24°C Partly cloudy 3:43 AM 3/24/2022

10) VALIDATION CHECKS

Test No	Test Name	Description	Expected Output	Actual Output	Result
1	Validate Teller Machine Card No	Check for Valid Teller Machine Card No & Card Status	1)If Teller Machine Card Number Is Valid & Card Status Also Active Then Go To Test No 2 2)If Card Number Not Valid It Showing “Card Number Is Not Valid, Enter Correct Card Number” 3)If Card Is Block Then Show “Your Are Block, Contact To Near By Bank”	1)If Teller Machine Card Number Is Valid & Card Status Also Active Then Go To Test No 2 2)If Card Number Not Valid It Showing “Card Number Is Not Valid, Enter Correct Card Number” 3)If Card Is Block Then Show “Your Are Block, Contact To Near By Bank”	Pass
2	Valid Pin No	Check For Valid Pin No & Card Status	1) If Valid Then Go To Menu 2)If Pin No Inserted Wrong 3 Times Then “Card Block”	1)If Valid Then Go To Menu 2)If Pin No Inserted Wrong 3 Times Then “Card Block”	Pass
3	Validate Withdraw Money	Check Available Balance Of Account holder ,	Check Ac Holder Balance If Withdraw Money Exuded Then Shows Error	Check Ac Holder Balance If Withdraw Money Exuded Then Shows Error	Pass

Teller Machine

		Available Balance	"You Don't Have Enough Money" If No Cash In Teller Machine Its Shows "No Cash Available In Teller Machine " . If Pin Not Valid Then Shows Error "Enter Valid Pin"	"You Don't Have Enough Money" If No Cash In Teller Machine Its Shows "No Cash In Available In Teller Machine " If Pin Not Valid Then Shows Error "Enter Valid Pin"	
4	Check Account Balance	Check Valid Pin No	1)If Valid Then Show Available Balance If Invalid Then Show Error "Pin Is Not Valid"	1)If Valid Then Show Available Balance If Invalid Then Show Error "Pin Is Not Valid"	Pass
5	Mini Statement	Check Pin No	1)If Insert Valid Pin No ,Then Shows Mini Statement Of Account Holder 2)If Invalid then shows Error "Pin Is Not Valid"	1)If Insert Valid Pin No ,Then Shows Mini Statement Of Account Holder 2)If Invalid then shows Error "Pin Is Not Valid"	Pass
6	Transfer Money	Check Receiver's Teller Machine ID, Senders Pin, Sender Balance	1)If Receiver's ID, Senders Pin & Balance Available On Account Then Transfer Money. 2)If Invalid Receiver's ID, Sender Pin, Balance Then Shows Error Message "Invalid PIN Or Receiver's ID"	1)If Receiver's ID, Senders Pin & Balance Available On Account Then Transfer Money. 2)If Invalid Receiver's ID, Sender Pin, Balance Then Shows Error Message "Invalid PIN Or Receiver's ID"	Pass
7	Change PIN	Check Current Pin, New Pin & Confirm Pin	1)If Valid Current Pin And New Pin Matches To Confirm Pin Then Change Pin.	1)If Valid Current Pin And New Pin Matches To Confirm Pin Then Change Pin.	Pass

Teller Machine

			<p>2)If Invalid Current Pin Then Shows Error "Pin Is Not Valid"</p> <p>1)If New Pin And Confirm Pin Doesn't Matches Then Shows Error "Pin Doesn't Matches"</p>	<p>2)If Invalid Current Pin Then Shows Error "Pin Is Not Valid"</p> <p>1)If New Pin And Confirm Pin Doesn't Matches Then Shows Error "Pin Doesn't Matches"</p>	
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11) IMPLEMENTATION AND MAINTENANCE

The implementation needs Teller machine hardware to operate or similar simulated conditions can also be used to successfully use the developed product. To develop this Teller Machine system the entire operation has been divided into the following step:

1. Cash Withdrawals
 2. Check Available Balance
 3. Mini statements
 4. Transfer Money
 5. Change Pin
-
- Teller Machine is a method utilized by most financial institutions and provides many people a means to communicate with their financial institution.
 - For many people it is the primary method of interacting with their bank and the conveniences provided by the system is a consideration for some when determining their financial institution.
 - Because of this many banks find it necessary to install and make available Teller Machine at multiple locations in a large geographical area in order to provide their customers with the best service.
 - All Teller Machine's will provide customers with a method for input and output.

12) FUTURE SCOPE OF THE MINI PROJECT

The system is designed keeping in mind the current requirements of the Teller Machine . However some aspects were not considered and system can easily changing where shop requirements are changed.

Some of the enhancements can be:

- System can be design in GUI environment.
- System can be design to work without manpower by using Scratch card.
- The system can be made flexible so that new modules can be added at any given time.

13) BIBLIOGRAPHY

Material referred for the development of this “**Teller Machine System**” is as follows.

Books referred during project development:

- 1) Complete Reference Java
- 2) JAVA 2 Black Book
- 3) Software Engineering

Website Reference:-

1. www.javaworld.com
2. www.wikipedia.com